

FIREBALL ISLAND

WRECK OF THE CRIMSON CUTLASS

SETUP

- Place the Pirate Island near the main island.
- Clip the mast and crow's nest to the side of the island, where shown.
- Put the captain's wheel in its designated spot.
- Put the three cannons into their sockets with their muzzles facing toward the mast.
- Put two orange ember marbles on their spaces on the island, and a third in the jaws of the skull on the bowsprit.
- Put one cannonball in the crow's nest. Place the remaining three cannonballs on the sand at the base of the island.
- Place the cursed sapphires on the treasure slabs equal to how many gem icons are shown on the slab.
- Shuffle the action and souvenirs cards into their respective decks.
- Set the snapshot cards face up to the side of the island.
- If using Sinister Motives, give each person a random Sinister Motive card. Players should keep it secret.

WHAT'S IN THE BOX



1 Pirate Island



1 Bowsprit



1 Captain's Wheel



1 Mast and Crow's Vest



3 Cannons



4 Cannonball marbles
+ 1 extra



3 Ember marbles
+ 1 extra



10 Cursed Sapphires



10 Action cards



3 Souvenir cards



3 Snapshot cards

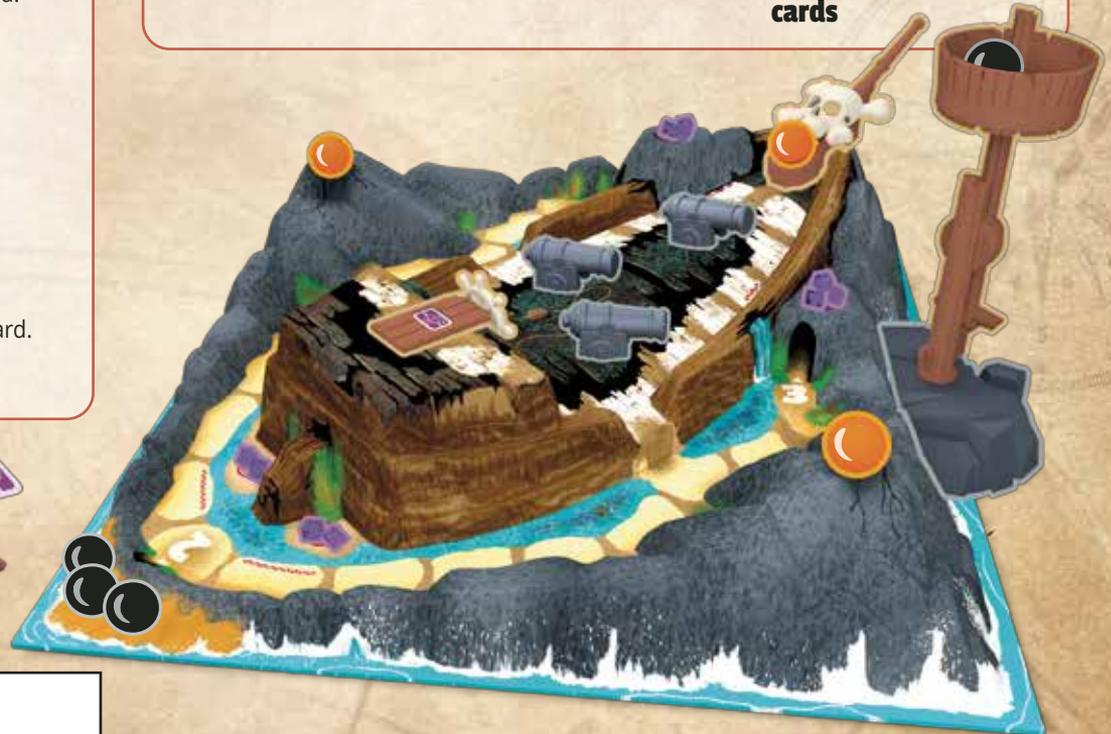
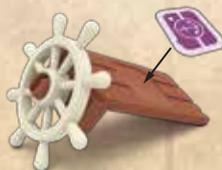


8 Sinister Motive cards



1 Reference card

Before your first game, apply the snapshot sticker to the captain's wheel.



⚠ WARNING:
CHOKING HAZARD— This toy contains small balls. Not for children under 3 years.



NEW RULES



Getting to and from Pirate Island

Pirate Island has three caves, numbered (1, 2, and 3). You can move to and from these caves as normal.



Cursed Sapphires

Cursed sapphires are treasures and are grabbed or stolen as normal.

After you have finished your first action, you may place a cursed sapphire you are carrying into the Maw to take a second action. First reset the board then play an action card from your hand. You may only do this once per turn.

Cursed sapphires are worth 2 points at the end of the game.



The Crow's Nest

The crow's nest always contains cannonballs equal to the number of marbles in the Scar. Some action cards tip the nest over. After it is tipped, reset the crow's nest and return the correct number of cannonballs back in it.



The Bowsprit

When launching an ember marble, you may tap the skull's forehead or bones to launch the marble in its jaws. Do not push on the bowsprit itself.



Captain's Wheel

The Captain's Wheel is a snapshot space but is unstable so you must stop on it.



Cannons

You may rotate all three cannons with one rotate action. 



The Black Spot

There is one souvenir card in the deck called the Black Spot. If you have it, you may give it to any player you pass. Whoever has it at the end of the game loses 7 points.



Stealing Treasure

Some action cards let you steal a treasure when you pass a player. The player being stolen from chooses what treasure you steal.



Sinister Motives

Keep your motive secret until the end of the game. It will affect your score.